

This section of the game is for merits, demerits and feats. Merits are like things you cannot buy after you start, or, pay five times as much to buy later in adventure points. Demerits are flaws for your character, that make them less easy to control, and, feats are like bonuses for your character to learn about through experience. Sometimes your character will pick up demerits or feats during game play, but there is no way other than through hypnoic means and magic to gain merits after you begin, unless the game allows the five times rule for buying them later.

Merits are important in this game, not only for rules, but for fleshing your character out. The whole point of this game, when it started, was to have such a vast system that no two characters are identical, hence the statistics system with dice, sets and pool. The choices you make with demerits are also very important, as you will not get points for playing them, instead you have to play them. Feats meanwhile are there to boost your character with backgrounds, specializations and ‘otherworldy feats’ of experience. All are bought with or grant points in the beginning, and, you may spend your bonus points here too.

If you like, you may roll merits and demerits, with a [eight] point bonus to roll until all your points are spent or you keep the left over points for spending elsewhere. This adds diversity to the game, so, the game master might enforce this too. You roll merits on a [d30] and demerits or flaws on a [d20], of course. You roll one six sided dice [d6] to find out how many rolls you must make of the demerits section, and then add those points to your [eight] for rolling and buying merits, keeping any left over points.

Merits [30]

[101] **Crack driver**; receive a bonus of [two] to every manoeuvre you pull on a bike or in a car, costs one point of bonus points.

[102] **Large size**; you are nearly a giant without being too big for mecca but must be humble before doorways, plus two to physique. Costs [nine] points.

[103] **Strong**; may carry extra [load] point, do extra [point] damage to brawl fights, [lift] better. Costs [two] points.

[104] **Bravery**; bonus [three] points to morale, costs [one] point.

[105] **Political ties**; you know someone in high places, and, they know you too, through relationships and marriage, or other blood ties. Costs [five] points

[106] **Sports ties**; same as political ties, costs [three] points.

[107] **Religious ties**; same as political ties, costs [two] points.

[108] **Broadcasting ties**; same as political ties, costs [four] points.

[109] **Quick learner**; extra [two] adventure points at end of sessions, costs [seven] points.

[110] **Beauty**; extra [two] points of charisma for relevant tests, costs [three] points.

[111] **Seductive**; sexy for opposite sex, bonus of [three] for interactions, costs [five] points.

[112] **Healthy**; extra point of system, costs [five] points.

[113] **Medium**; feel ghosts and spirits in area, costs [three] points.

[114] **Extrovert**; extra [two] action points total, costs [five] points.

[115] **Loaded**; extra [30,000] cash, costs [six] points.

[116] **Positive speaker**; makes friends quickly with strangers, inspire others, make speeches to the youth and others, sort of like Obama did in his campaign, [seven] points.

[117] **Radiant**; your aura radiates a warmth that makes everyone like you more, [nine] points.

[118] **Nerd**; all academic talents raised to level [two] each, [6] points.

[119] **Handy**; all technical talents raised to [two] each, [7] points.

[120] **Lucky**; receive [2] point bonus test result on character bonus level rerolls, [seven] points.

[121] **Cool**; people are drawn to you for some reason, you look rebellious and emit a adventurous spark that most people like, confident, [seven] points.

[122] **Articulate**; find things easily, deduct where things are and keep your self tidy, well kept, and emit aura of manners and respect, [five] points.

[123] **Charlatan**; may lie with great expertise, bonus two points to any test involving making someone believe something, from selling someone something to flat out lying, [seven] points.

[124] **Edict**; remember things well, every time you raise a talent, you may add a bonus point to it for free, [15] points.

[125] **Familiar face**; get people greeting you unexpectedly, [five] points.

[126] **Majestic**; walk and talk with majesty, [seven] points.

[127] **Cultured**; great opinion of world views and attitudes and natures of those around the world, know a little bit about everything history and religion wise, [six] points.

[128] **Passion**; when dealing with your passion, you get extra [3] points in favor, [seven] points

[129] **Listener**; good at listening to and winning friends over, people assume you will listen to them, sought after as confidant, [six] points.

[130] **Warrior**; bonus [one] action point and bonus [one] to combat tests.

Demerits [20]

[201] **Addicted to smoking**; system minus [two], [9] points.

[202] **Addicted to drinking**; system minus [one], [6] points

[203] **Addicted to drugs**; system minus [three], [12] points

[204] **Coward**; will flee in fair fight, penalties of [one] to tests regarding combat in fair fights, where the numbers or strength seems to be the same or worse, [7] points.

[205] **Lawful**; must abide by law as much as possible, [9] points.

[206] **Bully**; will favor weaker opponents, distraction, sadist, [6] points.

[207] **Harmless**; attacks with penalties of five to test rolls, [nine] point flaw.

[208] **Little person**; cannot attack with hands, uses guns and spells at [7] point penalty, grants [14] points to creation points.

[209] **Barren**; unable to learn magic, [20] points.

[210] **Paranoid**; constantly checking over their shoulder, suspecting everyone of betraying them, always asking too many questions, [5] points.

[211] **Overconfident**; bull headed and rushing into everything with high expectations, [5] points.

[212] **Weak**; minus one point to physique, [6] points.

[213] **Apathy**; cannot understand people or situations properly, [three] point penalty, [seven] points.

[214] **Hyper**; easily distracted, likes to run around and exert energy, [five] points.

[215] **Cursed**; every roll your character makes is at a [one] point penalty, [seven] points.

[216] **Hunted**; selected people hunt you and your friends, [ten] points.

[217] **Learning penalty**; penalty of two to each session's adventure points awards, [nine] points.

[218] **Stalkers**; people stalk your character due to some or other reason, [6] points.

[219] **Introvert**; minus three action points, [eight] points.

[220] **Illiterate**; cannot read nor write, cannot learn spells and certain skills and talents until learns to read and write, [7] points.

Feats [10]

Feats are there to boost your character as they progress through the game, and, all feats acquired at creation are fine, but new ones and stacking them with extra ranks requires play time, or, other types of justification, unless the game master has a plan, that is.

[301] **Shares**; [1,500] a month, free of charge, costs [three] points per rank.

[302] **Fame**; Gain a level of fame for each rank, costs [three] points.

[303] **Weapon expertise**; plus one for that weapon type per rank, may be taken for multiple weapons and types, costs [five] points.

[304] **Followers / henchmen**; recruit henchmen for your character, each rank equals [one] henchman. If they die, you erase them and carry on, they do not automatically come back, costs [nine] points.

[305] **Toughness**; extra one point of health, costs [three] points.

[306] **Tuned**; extra [one] point to manna pool, costs [two] points.

[307] **Lovers**; grants you a lover to seek refuge with, costs [two] points per lover. May not exceed charisma statistic, [5] points.

[308] **Underworld connections**; You are able to organize things, the more connections you have, and build in game relationships with, the better they will trust you, [5] points.

[309] **Spell specialization**; favorite spell costs [two] less manna to cast and effects inflated by [two] points, [five] points.

[310] **Armor specialization**; stiffness reduced by [one] per rank to minimum of one, [five] points.

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